**SnowBall**

*Game Design Document*

**Copyright notice / author information / boring legal stuff nobody likes**

PLEASE NOTE:

You can copy this into your Drive by going to **“File” >> “Make a copy…”**

You do not need to request permission to edit this document if you make a private copy.

*Index***Index**

* Index
* Game Design
* Summary
* Gameplay
* Mindset
* Technical
* Screens
* Controls
* Mechanics
* Level Design
* Themes
* Ambience
* Objects
* Ambient
* Interactive
* Challenges
* Game Flow
* Development
* Abstract Classes
* Derived Classes
* Graphics
* Style Attributes
* Graphics Needed
* Sounds/Music
* Style Attributes
* Sounds Needed
* Music Needed
* Schedule

*Game Design*

**Summary**

2 player Snowball fight

**Gameplay**

you have 2 players in a snowball fight

**Mindset**

competeing

*Technical*

**Screens**

* Title Screen
* Start Game
* Quit Game
* Level Select
* Game
* no inventory
* only one level

**Controls**

Player 1: 'A' to go left, 'D' to go right, 'Space' to jump, 'F' to throw snowball

player 2: 'Left Arrow Key' to go left, 'Right Arrow Key' to go right, 'Up Arrow Key' to jump 'Enter' to throw snowball

**Mechanics**

no interresting mechanics

*Level Design*

*(Note : These sections can safely be skipped if they’re not relevant, or you’d rather go about it another way. For most games, at least one of them should be useful. But I’ll understand if you don’t want to use them. It’ll only hurt my feelings a little bit.)*

**Themes**

* Snowy Area
* Mood
* Spiritual, fun, competition
* Objects
* *Ambient*
* Candy Canes
* Bushes
* Snowy Trees

**Game Flow**

* Players start in a Snowy area
* Start throwing snowballs at each other
* Until someone wins

*Development*

**Abstract Classes / Components**

* BasePhysics
* BasePlayer
* BaseEnemy
* BaseObject
* BaseObstacle
* BaseInteractable

*(example)*

**Derived Classes / Component Compositions**

* BasePlayer
* PlayerMain
* PlayerUnlockable
* BaseEnemy
* EnemyWolf
* EnemyGoblin
* EnemyGuard (may drop key)
* EnemyGiantRat
* EnemyPrisoner
* BaseObject
* ObjectRock (pick-up-able, throwable)
* ObjectChest (pick-up-able, throwable, spits gold coins with key)
* ObjectGoldCoin (cha-ching!)
* ObjectKey (pick-up-able, throwable)
* BaseObstacle
* ObstacleWindow (destroyed with rock)
* ObstacleWall
* ObstacleGate (watches to see if certain buttons are pressed)
* BaseInteractable
* InteractableButton

*(example)*

*Graphics*

**Style Attributes**

im going with Pixely graphics they are my favorite

**Graphics Needed**

* Characters
* Players
* Player 1 (idle, walking, throwing, jumping)
* Player 2 (idle, walking, throwing, jumping)
* Blocks
* snowy Dirt
* snowy Wall
* Snowy ceiling
* Ambient
* Cany Cane
* Bush
* Snowy tree

*Sounds/Music*

**Style Attributes**

Happy cherry tone

**Sounds Needed**

* Effects
* Snow ball throw
* takeing damage

**Music Needed**

* Happy Music